DRAGON BALL Z®

BUDOKAI TENKAICHI

TEEN
T
CONTENT RATED BY
ESRB

ATARI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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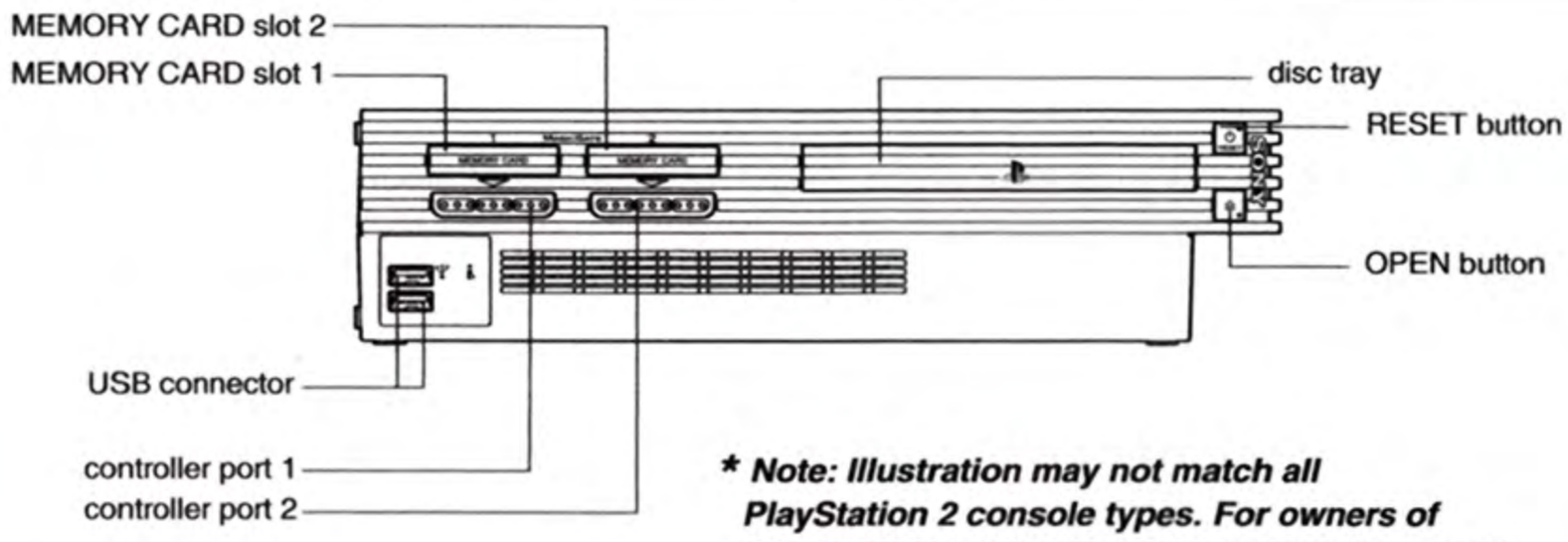
GETTING STARTED

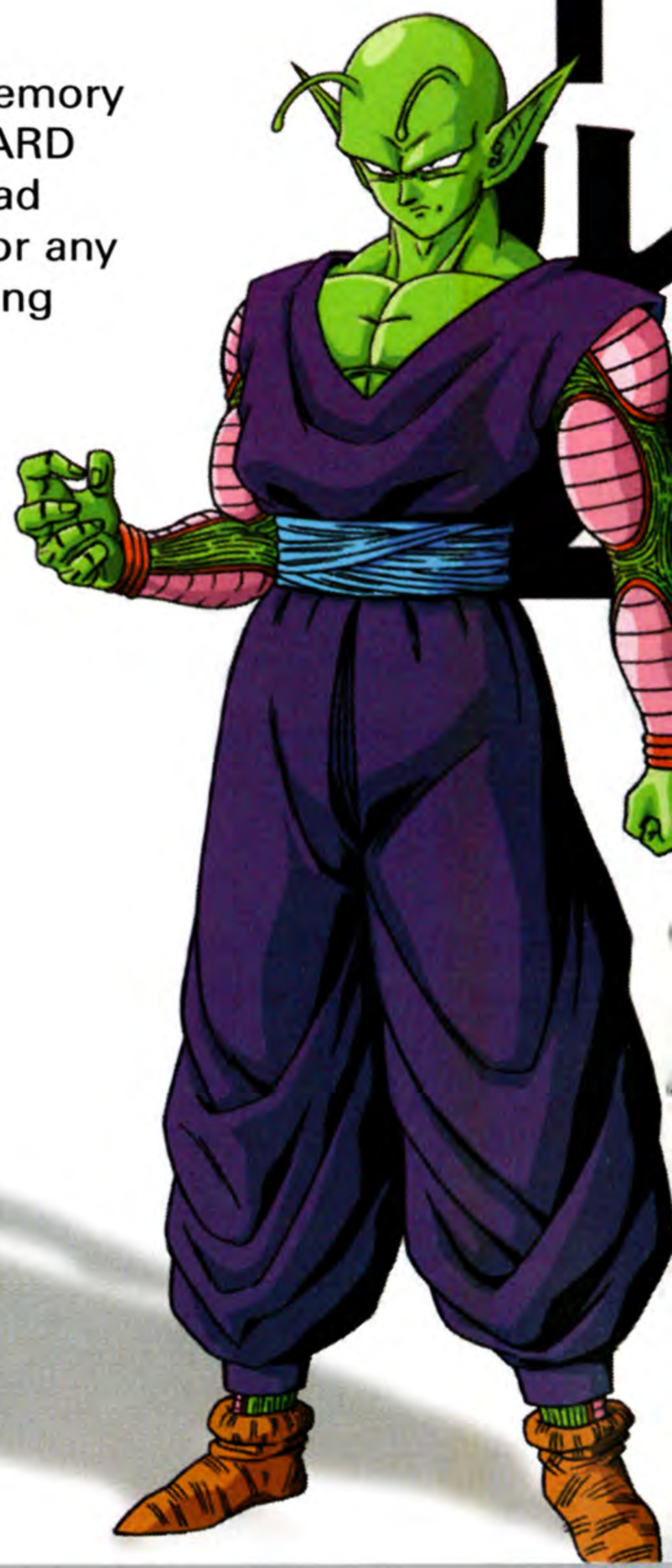


**** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.***

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Dragon Ball Z*® *Budokai: Tenkaichi*™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.



CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

MENU CONTROLS	
directional buttons	Highlight a menu item / Change the settings
× button	Select menu item
△ button	Cancel
START button	Skip movie

BATTLE CONTROLS	
directional buttons	Move character
left analog stick	Move character
× button	Dash
△ button	Ki Blast
○ button	Block
□ button	Attack
R1 button	Jump / Ascend
R2 button	Descend
R3 button	Adjust camera /Taunt (while locked on)
L1 button	Z Search / Lock On
L2 button	Special Move / Ki Charge
SELECT button	Radar ON / OFF
START button	Pause Menu

ADVANCED CONTROLS

Be sure to check out the Tutorials in the Practice Menu to get a detailed rundown of these and other important fighting moves.

Flying

You can take to the skies anytime you choose in Tenkaichi! Flying adds new strategic possibilities to your battles – a wounded character can zip away into the skies and hide long enough to prepare a finishing move, for example. Press Jump (**R1 button**) once to jump and twice to fly. Once you are flying, press the **R1 button** to ascend and the **R2 button** to descend.

Z Search

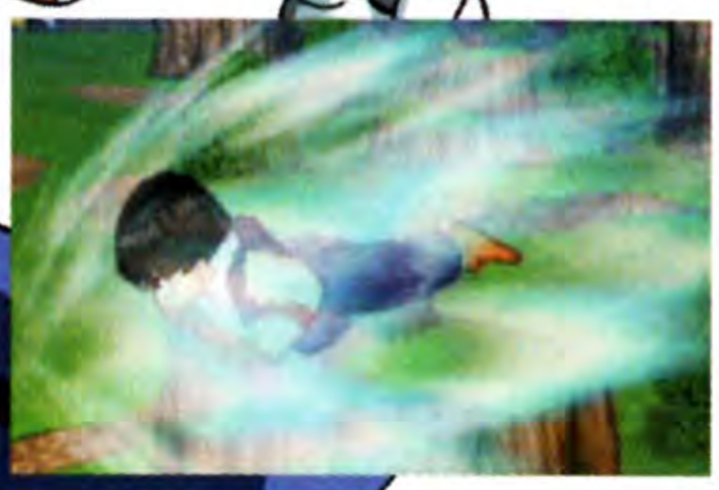
If your opponent is not in view, you can press the **L1 button** to perform a Z Search. Your character will pause and scan the battlefield. If the opponent is nearby, your character will turn in that direction and a solid purple triangle will appear on your radar indicating the opponent's location and the direction they are facing.

Note: In order to launch energy attacks at an opponent, you must first lock onto him by either getting close enough to automatically lock on, or by using Z Search, which allows you to lock on from farther away.

Dragon Dash

Press the ✕ **button** and your character will dash in the direction he or she is facing.

Press the **L2 button** and the ✕ **button** simultaneously to perform a Dragon Dash. You can also combine this with flying controls (**R1 button** and **R2 button**) for hard-to-target aerial maneuvers.



Be aware that the Dragon Dash consumes Ki energy, so use it wisely. Press the ✕ **button** again to stop the Dragon Dash.

Teleport

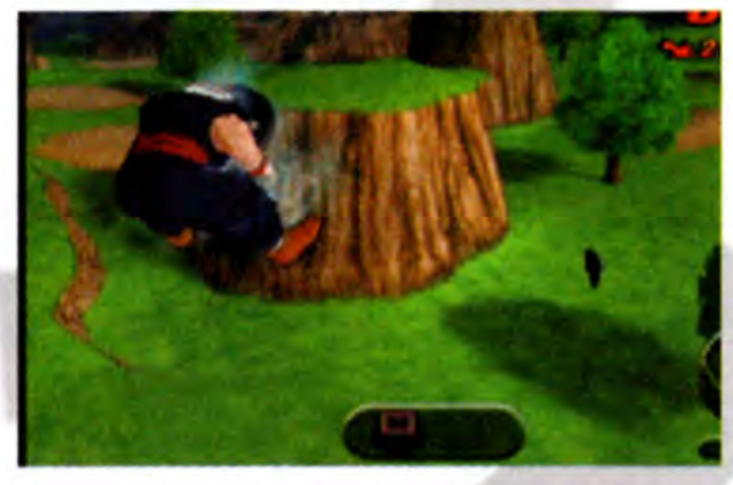
Press Guard (○ **button**) and the **left** or **right directional button** right when your opponent's attack is about to land to teleport out of the way.

BROLY

Broly, the legendary Super Saiyan, hits a little bit harder but a little bit slower. His massive body makes him very durable but very slow. He's so big he's easy to spot, but once you find him you better watch out!

Ki-Based Attacks

If you have enough Ki, you can launch an energy attack (for example, Goku's Kamehameha). While already locked onto your opponent, press and hold the Special Move button (**R2 button**) and then press the △ **button** to fire the energy attack in the direction or your opponent.



Knockback Attack

Press the ✕ **button** and the **up directional button** while you are near your opponent to launch a quick and powerful combination attack that will send your opponent flying.

If your opponent hits you with a knockback attack, you can minimize the damage by correctly pressing the button combination that flashes at the bottom of the screen.

Guarding and Evasive Actions

To perform the basic guard move press and hold the Guard button (○ **button**).Press the ✕ **button** and the **left** or **right directional button** to evade incoming attacks.

Taunt

Press the **R3 button** while you are locked onto your opponent to perform a humiliating taunt.

Free Look

If you are not locked onto your opponent, press the **R3 button** to switch to Free Look mode. Press the **directional buttons** or move the **left analog stick** to look around. Press the **R3 button** again to exit Free Look mode.

Favorite Techniques

In order to perform a Favorite Technique you must have 1, 2, or all 3 energy balls stored up. All Favorite Techniques require a combination of the **L2 button**, the ○ **button** and the **up directional button**. Check your character's Skill List (from the Pause Menu) for details.

Finishing Moves

Finishing Moves require a specific amount of Ki per move and character. To perform a Finishing Move press the **L2 button** and the △ **button**. For the Super Finishing Move you must charge up your Ki bar (**L2 button**) until you reach MAX POWER! Mode. MAX POWER! Mode changes your Ki bar from yellow to blue. To perform a Super Finishing Move press the **L2 button**, the △ **button** and the **down directional button**.

MAIN MENU

After you press the **START button** at the Title Screen, you can start a new game or load a previously saved game. (See "Saving and Loading" on page 11.) You must have a memory card (8MB) (for PlayStation®2) with 71 KB of free space in MEMORY CARD slot 1 in order to save your progress. **Warning:** If you start a new game using a memory card that contains a previously saved game, the old game data will be erased.

GOKU®

Goku® may not hit as hard as some of the other opponents you'll face, but his energy attacks are devastating. Nothing gets an opponent's attention better than a good old-fashioned Kamehameha to the face.

At the Main Menu, press the **directional buttons** to highlight a menu option (listed below), and then press the ✕ **button** to select it.

Z Battle Gate

Relive your favorite Dragon Ball Z and Dragon Ball GT stories through the eyes of the heroes and villains involved. (See "Z Battle Gate" on page 11.)

Ultimate Battle

Rise up through the ranks to become the ultimate fighter (See "Ultimate Battle" on page 17.)

Dueling

Choose a fighter — standard or customized — and battle against your friends or a computer (AI) opponent. (See "Dueling" on page 12.)

World Tournament

Select a warrior and battle to become the champion. Up to 8 human players can compete. If you win, you can unlock new Z Items! (See "World Tournament" on page 14.)

VEGETA®

Even with a somewhat weak five-hit average, Vegeta makes a powerful opponent. His lack of punching speed doesn't seem like much of a handicap when you consider that he can shoot 10 Ki blasts in 2.6 seconds.

Practice

Practice any character's fighting moves against a customizable computer opponent. (See "Training" on page 15.)

Z Evolution

After you unlock Z Items, you can use them to customize your characters. You can also combine some items to try and create even more powerful skills. (See "Z Evolution" on page 16.)

Options

Change game settings, including opponent strength, controller configuration and more. (See "Options Menu" below.)

OPTIONS MENU

Choose Options from the Main Menu to adjust various game settings. Use the **up** and **down directional buttons** to select an option. Press the **× button** to go to that option submenu.

Game Options

Game Difficulty – Set the game difficulty, from Easy to Hard. This determines the difficulty in Z Battle Gate.

Com Level – Set the strength of your computer opponents, from Very Weak to Very Strong. This determines how well computer-controlled characters attack and block in Duel Mode.

PERFECT CELL™

Cell's strength is tremendous. His hits deal 280 damage each and he can dish out five in a row before he has to rest. His Super Finishing Move —Spirit Bomb — does 30,000 damage, and he can take a serious beating before getting KO'ed.

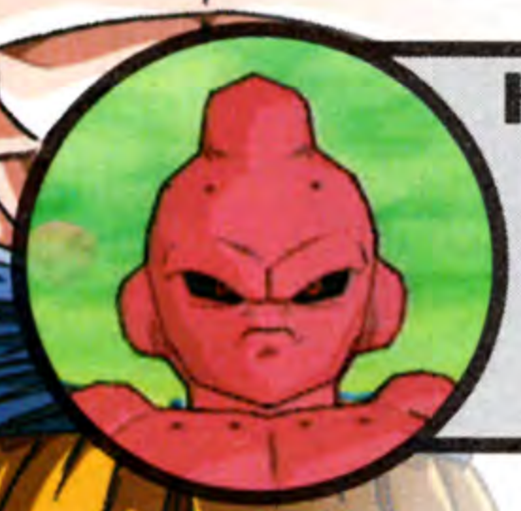
Duel Time – Set the length of duels, from 60 seconds to no time limit.

Default – Reset Options to original default settings.

Press the △ **button** to accept any changes you have made and return to the Options Menu.

Save / Load

Save Game Data – Save your current game progress to a memory card in MEMORY CARD slot 1.



KID BUU™

Kid Buu™ is fast but he doesn't break any records. His healing factor is tough to get around, though. Once you start beating on Kid Buu™, you better finish him, or he will just regenerate and come back for more.

Load Game Data – Load a previously saved game from a memory card in MEMORY CARD slot 1.

Controller

Press the **up** or **down directional button** to highlight "Vibration." Press the **left** or **right directional button** to toggle vibration ON / OFF for that controller.

You can customize the controller by configuring commands your favorite way. First, using the controller that you want to customize, and press the **up** or **down directional button** to highlight "Type." Press the **left** or **right directional button** to choose one of five preset configurations (A,B,C,D or E), or customize your own buttons (Custom.).

To set a custom configuration, highlight Custom., then press a controller button. While holding that button down, use the **left** or **right directional button** to scroll between different moves. For example, you can assign the command Ki Blast to the **R2 button** by holding down the **R2 button** and then pressing the **left** or **right directional button** until the "Ki Blast" symbol is displayed.

Press the △ **button** to acept your selections and return to the Options Menu.

GOTENKS

Gotenks is more likely to get hurt choking on food than fighting. He passes human endurance with energy to spare. Maybe this has something to do with the fact that he's a fusion of two Super Saiyan kids.

FRIEZA®

Frieza® may not seem as strong as other opponents, but don't let him get off any energy attacks. His Death Beam packs a powerful punch, and his Death Ball will leave a seriously sore bruise (if you're still alive to feel it).

Screen

Camera Type:

A: Camera set to medium distance from characters (default setting).

B: Camera will be farthest from the characters. This will give the largest view of the surrounding environment.

C: Camera will be close to the characters. This will display the best detail.

Camera Shake- Toggle Camera Shake ON or OFF. With Camera Shake ON, the screen will shake slightly when environmental objects are destroyed.

Screen Adjust – Press the ✕ **button** to go to the Screen Adjust screen. Use the **directional buttons** to move the screen panel.

Press the **START button** to reset to default settings. Press the ✕ **button** to accept your changes and return to the Screen Menu.

Sound

Speaker – Switch between Stereo and Mono.

Music Volume – Adjust the music volume.

SUPER SAIYAN 4 GOGETA®

Super Saiyan 4 Gogeta® is possibly the strongest character in the game. His finishing move — x100 Big Bang Kamehameha — does 34,000 damage! That's almost twice the damage of the average finishing move!

Voice / SFX Volume – Adjust the volume of the in-game voices and sound effects.

Japanese Voices – You can change the voices in the game to the Japanese voice-overs.

Default- Return to the original settings.

THE BATTLE SCREEN

Most of *Dragon Ball Z*® *Tenkaichi*™ takes place on the battlefield. The following information is displayed on screen during a fight:

1. Health Gauge

This is the character's health. As a character is damaged, the gauge will turn from green to yellow, and then red. When the red bar disappears, that character is knocked out (K.O.) and loses the battle.

2. Ki Gauge

This gauge builds up as you successfully land punches, kicks and special attacks on opponents. You can also build up Ki by pressing and holding the **R2 button**. Some special attacks and Ki Blast Waves deplete your Ki supply.

3. Energy Gauge

This gauge fills automatically during a battle. Once it fills, a blue bubble will appear next to it and it will start filling again. These stored bubbles allow you to launch Favorite Techniques attacks — the most powerful Favorite Techniques, such as Solar Flare, consume two full bubbles. All Favorite Techniques require a combination of the **L2 button** and the ○ **button**. Check your character's Skill List (from the Pause Menu) for details.

4. Time

This is the battle's time limit. When the time reaches zero the battle will end, and the character with the most health wins. You can modify the time limit for Duel and World Tournament battles in Game Options (see page 7).

5. Radar

Use your radar to help you zero in on your opponents. The solid yellow triangle in the middle indicates your character's position and the direction he or she is facing. The circles indicate the edges of the battlefield. The solid purple triangle indicates your opponent's location and the direction they are facing. If your opponent doesn't appear on the radar, try using Z Search (**L1 button**) to find them.

SAVING AND LOADING

You must have a memory card (8MB)(for PlayStation®2) with 71 KB of free space in MEMORY CARD slot 1 in order to save game progress. **Note:** You can only save one game per memory card. If you have a memory card in MEMORY CARD slot 1 and you select New Game, the old game data will be overwritten.

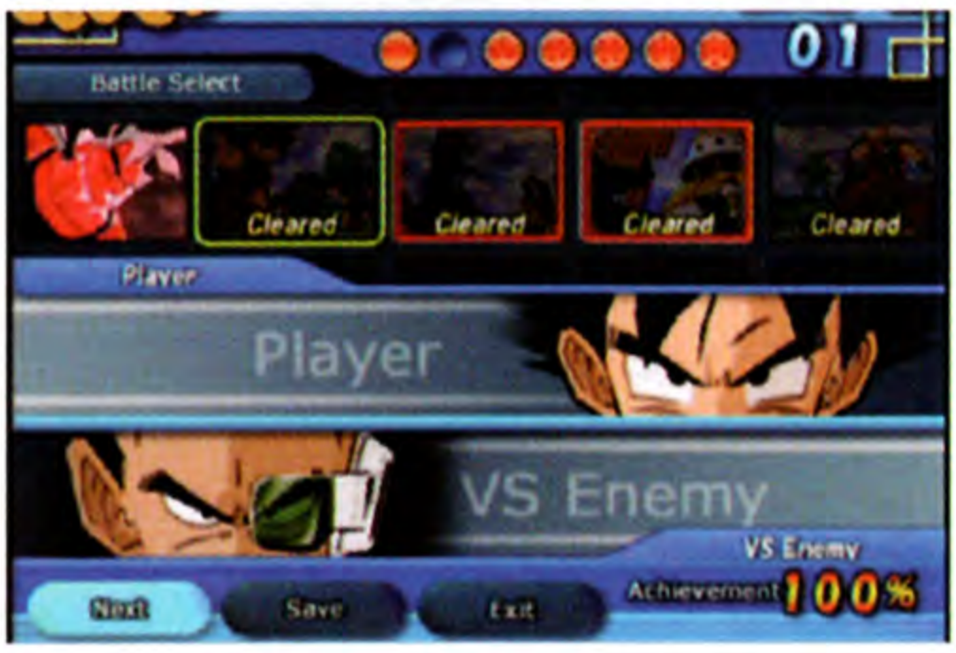
You can save your current progress to a memory card in MEMORY CARD slot 1 by selecting Options at the Main Menu, then selecting Save / Load, and then selecting Save Game Data.

To load a saved game, select Load Game at the Load Game / New Game screen, which is displayed after the game starts. You can also load a previously saved game by selecting Options at the Main Menu, then selecting Save / Load, and then selecting Load Game Data. You must have a memory card with a saved game in MEMORY CARD slot 1 to load a previously saved game.

#17

One great thing about 17 is that he starts the match with a full bar of Ki energy, which allows him to do his 5-hit energy blast — Full Power Energy Blast Volley — multiple times. That can seriously come in handy, since the attack is almost impossible to dodge.

Z BATTLE GATE



This story mode allows you to relive Shenron's memories of the greatest Dragon Ball Z® battles, including some all-new conflicts! Choose Z Battle Gate at the Main Menu to start. Initially, most gates will be locked. If you beat your opponent in an unlocked episode, you will clear that episode and can play the next one. Winning these epic battles will also earn you new Z Items!

PICCOLO™

If you think Piccolo's Namekian heritage puts him at a disadvantage, you'd be wrong. He manages to blast up to 26,000 damage with his brutal Hellzone Grenade attack. He doesn't have a healing factor, but he hardly needs one given his durability.

DUELING

Select your favorite character and go head-to-head against your rival on any battle stage. The best part about Duel mode is that you can face off against your friends! (It's also fun to watch two computer opponents battle it out!) Select Dueling from the Main Menu to proceed to the Battle Mode screen, then choose one of the following:

1P vs. Com – Human vs. Computer: Human player must use the controller plugged into controller port 1.

1P vs. 2P – Human vs. Human: Each player must use a separate controller.

Com vs. Com – Computer vs. Computer: Select two fighters and watch them battle it out.

Character Selection

Next, press the **left** or **right directional button** to highlight a character portrait. Some characters are available in different forms, such as Super Saiyan. When a selected character has arrows above and below it, press the **up** or **down directional buttons** to select a different form. When your chosen character is highlighted, press the **× button** to continue.

After you select a character, press the **up** or **down directional button** to select Normal, Custom or Z Evolution. Choose Normal to use the standard character. Choose Custom to use a character that you have created using the Z Evolution feature. Choose Z Evolution to change the characters skills before the start of this battle (see "Z evolution"

GOHAN®

Fighting Gohan® when he's mad is like fighting a stampede of rhinos with your arms and legs tied up. Gohan's five-shot energy ball is almost impossible to dodge.

MAJIN BUU™

Majin Buu™ is about as safe to be around as an unstable nuclear bomb. Even with his tremendous size, he still gets in five punches before resting. He doesn't run very fast and doesn't jump so high, but that's never stopped him from bringing a big hurt before.

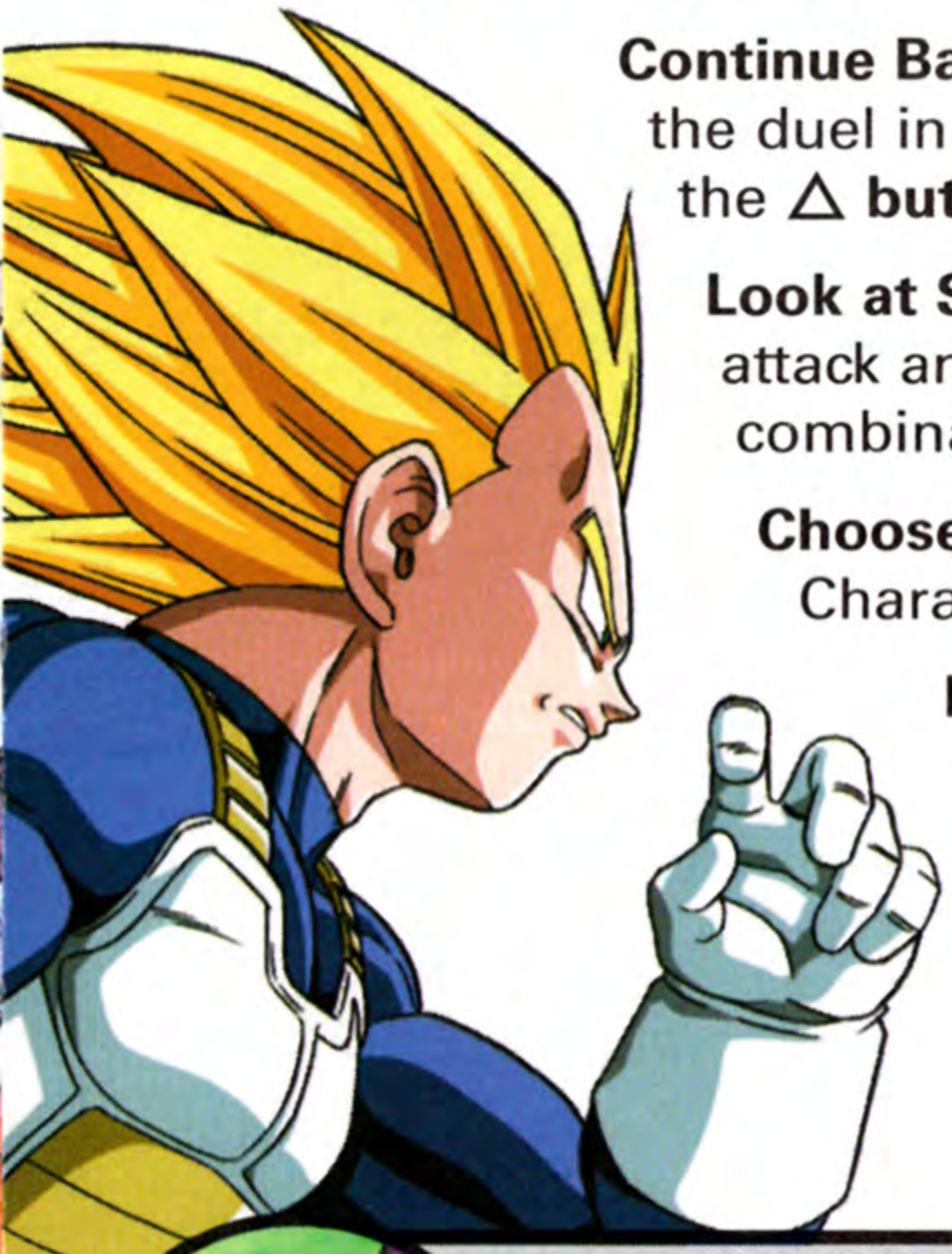
on page 16). Press the ✕ **button** to confirm your character selection.

If you are dueling against a computer opponent, you must choose the computer-controlled character before proceeding to the Stage Selection screen. If you are dueling against a human opponent, each player must a character before proceeding to the Stage Selection screen.

At the Stage Selection screen, use the **left** or **right directional button** to highlight a stage and press the ✕ **button** to start the battle.

Duel Pause Menu

Press the **START button** while in Duel mode to display the Pause Menu. Your choices are:



Continue Battle – Close the Pause Menu and return to the duel in progress. Pressing the **START button** or the △ **button** will also Continue Battle.

Look at Skill List – Display a list of your character's attack and transformation skills, and the button combinations required to perform these skills.

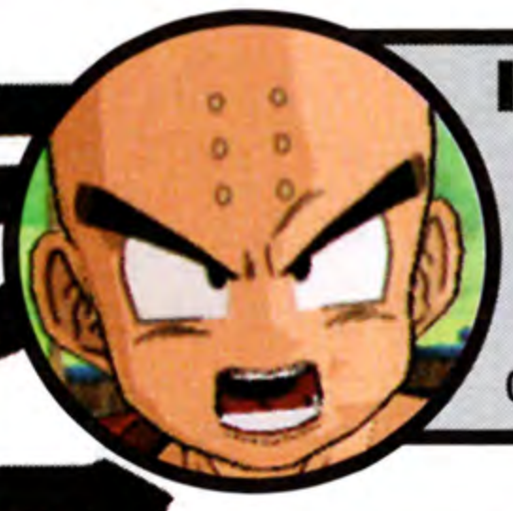
Choose Different Characters – Return to the Character screen.

Main Menu – Return to the Main Menu.

Note: You cannot Refer to Skills during a Com vs. Com duel.

JANEMBA™

Janemba™ is as strong as he is mean and his master swordplay renders most characters defenseless. Janemba™ shoots a fast Ki blast and dashes faster than most, but in combat he doesn't break the average of five consecutive hits.



KRILLIN®

Krillin® is as average as can be except when it comes to his Super Finishing Move, which deals 17,000 damage when used properly. Krillin® hasn't perfected the Kamehameha, so it doesn't do as much damage as when Goku® uses it, but it is still a mean attack.

WORLD TOURNAMENT

Select World Tournament from the Main Menu to enter a 3-, 4- or 5-round competition against the finest collection of Dragon Ball Z® warriors. Winning a World Tournament, will earn you new skills.

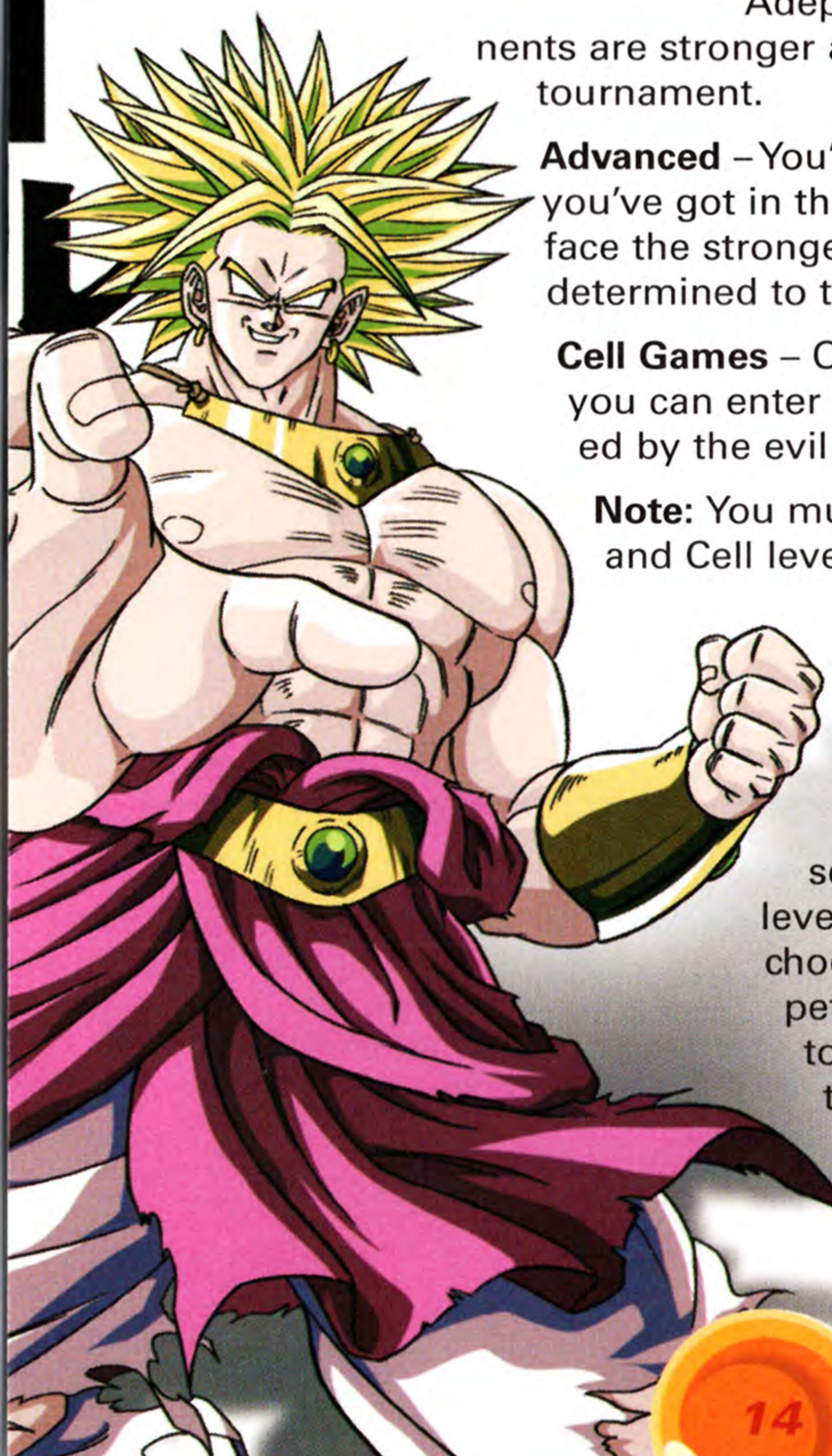
Novice – The Novice tournament consists of three battles, and is perfect for getting used to the game.

Adept – There are four battles in an Adept tournament, and your opponents are stronger and fiercer than in a Novice tournament.

Advanced – You'll have to fight with everything you've got in this five-battle tourney. Here you'll face the strongest, most advanced fighters — all determined to toss you off the stage.

Cell Games – Once you unlock the Cell Games, you can enter this five-round competition hosted by the evil android himself.

Note: You must unlock the Adept, Advanced and Cell levels by winning the previous tournament levels.



World Tournament Rules

Choose World Tournament from the Main Menu, then use the **up** or **down directional button** to select a tournament level (locked levels will not be available). Then, choose the number of human competitors that will compete in the tournament. Next, choose a character for each of the human competitors, just like you would in Duel mode.

A tournament tree displays upcoming matches. Take a look at your next opponent and then

press the ✕ **button** to proceed to the ring. The tournament is played elimination-style, so losing one fight means you're out. If you win, you move up the tournament tree. Battles continue until a fighter is K.O.'d or thrown out of the ring.

World Tournament Pause Menu

Press the **START button** during a World Tournament battle to display the Pause Menu.

Continue Battle – Close the Pause Menu and return to the fight. Pressing the **START button** or the △ **button** will also Continue Battle.

Look at Skill List – Display a list of your character's attack and transformation skills, and the required button combinations.

Surrender- Resign current character from tournament.

Main Menu – Quit the tournament and return to the Main Menu.

PRACTICE

Here you can practice to your heart's content with the character of your choice, with no worries about Ring-Outs, K.O.s, or, if you so choose, even an opponent who fights back. Select a normal or a custom character for yourself, a computer opponent and a stage, then you're ready to go.

You can also go through a rigorous training regimen (Tutorials), which will prepare you for the awesome battles you will endure though the rest of the game. You will be instructed on all of the various fighting techniques by Piccolo™. So listen up!

Practice Pause Menu

At the Battle screen, press the **START button** to display the Pause Menu. Press the **up** and **down directional buttons** to highlight an option and press the **left** or **right directional button** to change the option.

COOLER®

Cooler®, Frieza's brother, is tall, powerful, and has five very effective weapons of mass destruction: his two arms, two legs and his tail. If you know what's good for you, you won't get in between Cooler® and whatever it is he wants.

Continue Practicing – Close the Pause Menu and return to the Battle screen. Pressing the **START button** or the △ **button** will also return you to the Battle screen.

Com State – Set how the computer opponent reacts. Choose Stand to make the opponent simply stand there and take a beating. Choose COM to make the opponent act as they normally would in batle.

Choose Different Characters – Choose new characters to control and fight.

Look at Skill List – Check which skills are available.

Return to Main Menu – Exit Training mode and return to the Main Menu.

EVOLUTION Z

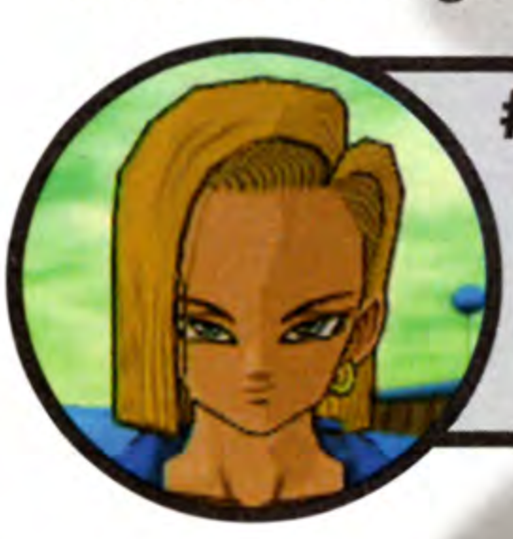
Here you can customize characters, buy Z Items, view your collection of acquired skills and even try to combine known skills into new combinations! **Note**: You must have a memory card in MEMORY CARD slot 1 in order to organize skills.

Select Z Evolution from the Main Menu. Choose Edit Z Items to change Z Items for any unlocked character. Select Z Item List to view all of the Z Items you have collected. Z Item Fusion lets you combine Z Items to create more powerful ones!

Edit Z Items

Select Edit Z items to change Z Items for the characters that you have unlocked. Press the **left** or **right directional button** to choose a character and press the **× button** to edit that character's skills.

Press the **up** or **down directional button** to select a skill slot. Press the **○ button** to remove a Z Item capsule from that slot. Press the **× button** to open the Skill Type window. Press the **left** or **right directional button** to choose among Ability, and Support capsules and press the **up** or **down directional button** to highlight a Z Item. Press the



#18

#18 won't stop fighting until she wins. Her Super Finishing Move, Sadistic 18, is a combination of slapping, punching and kicking and shooting deadly Ki blasts. Try to stay on her good side (if she has one).

× button to copy the highlighted skill to your character. Press the **△ button** to go back one step. You can also view the effect of Z Items by pressing the **□ button**.

What's a Z Item?

Z Items are to the special objects and abilities that each character possesses. Z Items are rewarded when you finish a Z Battle Gate episode or win a tournament or Ultimate Battle competition.

There are two types of Z Items: Ability, and Support Skills. Be sure to get a good handle on what each of these types of skills does!

Ability Skills – These will make you character stronger by improving things like how much Ki you start with or how powerful your attacks or defense skills are.

Support Skills – These will give new or improved abilities such as a further lock-on distance. Choosing the right support skills could be the difference between winning and losing, so choose carefully.

ULTIMATE BATTLE

You can challenge 100 fighters in this mode. The higher-ranked you are, the more skills you can unlock. Choose a character and select a Normal or Custom Setting. Then you are ready to enter the battle!

If you win a battle against a ranked opponent, you will receive winning points for certain things that happened during the battle. These parameters include winning by a Perfect or defeating your opponent in under one minute. The more of these catagories you succeed in, the more winning points you receive. You may also unlock new skills the further up the ranking ladder you can climb.

However, if you lose a battle, you will have winning points deducted. If you drop below one point, you will lose the Ultimate Battle and will need to start all over!

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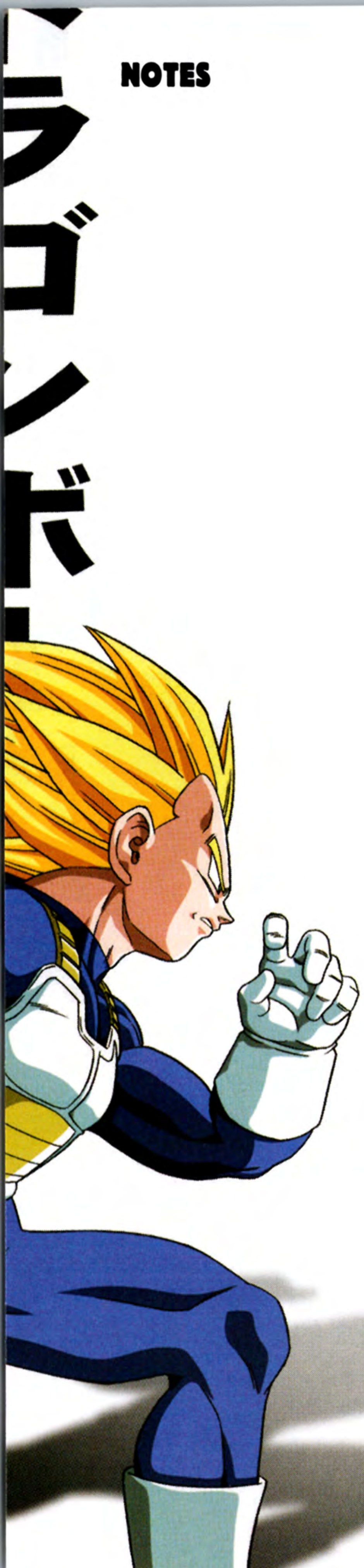

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